AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1.   (previously presented): A game device comprising:

virtual start time deciding means for deciding virtual start times for a plurality of matches;

related match selection means for selecting at least one match, from the plurality of matches, taking place at least partially at the same virtual time as a main match a player's team is taking part in as one or more matches related to the main match based on virtual start times for each match decided by the virtual start time deciding means, the at least one selected match being different from the main match;

related match simulation means for simulating the one or more related matches;

event storage means for storing event content and a virtual event time at which the event content occurs for prescribed types of events occurring in the one or more related matches;

main match execution means for executing the main match;

event time arrival monitoring means for monitoring arrival of the virtual event time stored by the event storage means during execution of the main match; and

event content output means for outputting event content corresponding to the virtual event time if it is determined by the event time arrival monitoring means that the virtual event time has arrived during execution of the main match.

2.   (original): The game device of claim 1, wherein the event storage means stores replay data for reproducing and displaying prescribed types of events occurring in the one or more related matches as the event content; and

the event content output means reproduces and displays prescribed types of events occurring in the one or more related matches based on the replay data.

3.   (previously presented): An information storage medium for storing a program enabling a computer to function as:

virtual start time deciding means for deciding virtual start times for a plurality of matches;

related match selection means for selecting at least one match, from the plurality of matches, taking place at least partially at the same virtual time as a main match a player's team is taking part in as one or more matches related to the main match based on virtual start times for each match decided by the virtual start time deciding means, the at least one selected match being different from the main match;

related match simulation means for simulating the one or more related matches;

event storage means for storing and event content and a virtual event time at which the event content occurs for prescribed types of events occurring in the one or more;

main match execution means for executing the main match;

event time arrival monitoring means for monitoring arrival of the virtual event time stored by the event storage means during execution of the main match; and

event content output means for outputting event content corresponding to the virtual event time if it is determined by the event time arrival monitoring means that the virtual event time has arrived during execution of the main match.

4.   (previously presented): A program distribution device for reading and distributing a program, comprising an information storage medium for storing the program enabling a computer to function as:

virtual start time deciding means for deciding virtual start times for a plurality of matches;

related match selection means for selecting at least one match, from the plurality of matches, taking place at least partially at the same virtual time as a main match a player's team is taking part in as one or more matches related to the main match based on virtual start times for each match decided by the virtual start time deciding means, the at least one selected match being different from the main match;

related match simulation means for simulating the one or more related matches;

event storage means for storing event content and a virtual event time at which the event content occurs for prescribed types of events occurring in the one or more;

main match execution means for executing the main match;

event time arrival monitoring means for monitoring arrival of the virtual event time stored by the event storage means during execution of the main match; and

event content output means for outputting the event content corresponding to the virtual event time if it is determined by the event time arrival monitoring means that the virtual event time has arrived during execution of the main match.

5.   (previously presented): The game device of claim 1, further comprising:

game database storage means for storing information prepared for a virtual game space;
and

match decider means for deciding matches based upon the information stored in the game

database storage means.

6.   (previously presented): The game device of claim 5, wherein the match decider

means receives match results from the main match execution means and related match

simulation means for deciding a next plurality of matches.

7.   (previously presented): The game device of claim 1, wherein the one or more

related matches includes at least one of a team that is close to the player's team in a standings or

a team that the player's team plays in a future match.

8.   (previously presented): The game device of claim 1, wherein the virtual start time

comprises a virtual date having at least one of a month value and a day value and a virtual time.

9.   (previously presented): The game device of claim 5, wherein the main match

execution means receives instructions from a player for executing the main match based on

information stored in the game database storage means.

10.   (previously presented): The game device of claim 1, wherein the virtual start times include at least one of an hour value and a minute value.

11.   (new): The game device of claim 1, wherein the event content output means outputs to the main match the event content occurring at the virtual event time, the event content being output at the virtual event time at which the event content occurs during the execution of the main match.

12.   (new): The information storage medium of claim 3, wherein the event content output means outputs to the main match the event content occurring at the virtual event time, the event content being output at the virtual event time at which the event content occurs during the execution of the main match.

13.   (new): The program distribution device of claim 4, wherein the event content output means outputs to the main match the event content occurring at the virtual event time, the event content being output at the virtual event time at which the event content occurs during the execution of the main match.

14.   (new): The game device of claim 1, wherein the related match simulation means for simulating the one or more related matches simulates the one or more related matches without the player's input based on at least one of artificial intelligence and a computational algorithm for determining an outcome of the one or more related matches, and

wherein the main match execution means for executing the main match executes the main match based on instructions input by the player.

15.   (new): The information storage medium of claim 3, wherein the related match simulation means for simulating the one or more related matches simulates the one or more related matches without the player's input based on at least one of artificial intelligence and a computational algorithm for determining an outcome of the one or more related matches, and

wherein the main match execution means for executing the main match executes the main match based on instructions input by the player.

16.   (new): The program distribution device of claim 4, wherein the related match simulation means for simulating the one or more related matches simulates the one or more related matches without the player's input based on at least one of artificial intelligence and a computational algorithm for determining an outcome of the one or more related matches, and

wherein the main match execution means for executing the main match executes the main match based on instructions input by the player.